



HUD WITH SCENE2D



HUD DEFINITION.

In computer science, mainly in video games, it's called HUD (head-up display) to the information that is always displayed on the screen during the game, usually in the form of icons and numbers. the hud it usually shows the number of lives, points, health level and armor, minimap, and others, contents of the game.





HUD DEFINITION.

HUD must be designed to not encourage the vision and to offer all the necessary information to the player. it has been proved that the best area to place the HUD is the corners or edges of the screen, which allows the player to access the necessary information by only moving an eye.





5 TIPS TO GET A GOOD HUD:

- **Analyze what is the most important information for the player and place it in a visible place.**
- **That the HUD report without interfering with the reading.**
- **Remember that the protagonist is the gameplay, not the HUD.**
- **The HUD must have the same aesthetic criteria as the rest of the game but not draw attention.**
- **Use easy-to-read typographies.**



EXAMPLE